



LEARN TO SHOOT

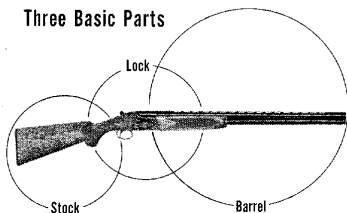
GUNOLOGY

LEARN TO SHOOT

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BASIC PARTS

Three Basic Parts



The three basic parts of a gun are LOCK, STOCK and the BARREL.

TYPES

Semi-automatic



Pump

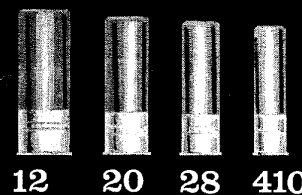


Double Barrel



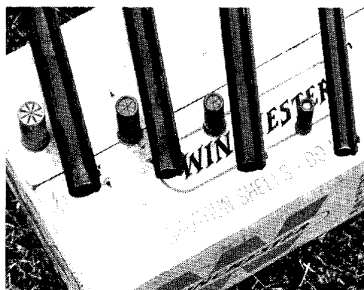
There are three kinds of shotguns: SEMI-AUTOMATIC, PUMP and DOUBLE BARREL.

Gauge Comparison



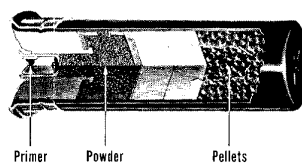
Shells like guns come in various sizes. In CLAYBIRD SHOOTING the sizes are referred to as gauges. Be sure gun and shells are same gauge.

WINCHESTER
PUBLIC SHOOTING
CENTERS have
all the equip-
ment you need
for CLAYBIRD
SHOOTING.



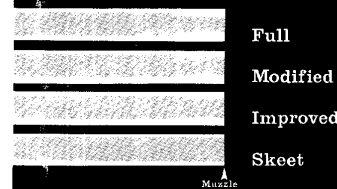
The shell gauge and the shotgun gauge must match. The biggest gauge is 12. Other gauges are 20, 28, and .410 bore.

Shotgun Shell



When a gun is fired a primer in the case head of a shotshell is struck, this ignites the powder and drives the pellets towards the target.

Choke Forms



In order to help control the size of the shot cloud there is built into the muzzle of each barrel a constriction called a choke, which prevents the shot from scattering too widely before reaching the target.

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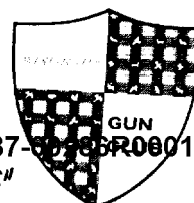
1. ACTION

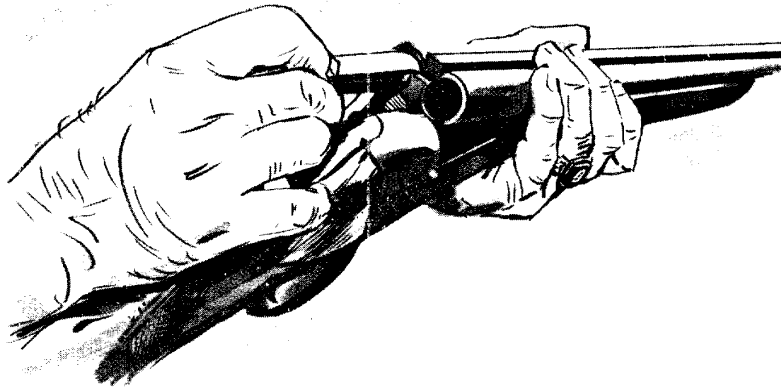
ACTION — The parts assembly which loads,
fires and unloads the gun

EXTRACTOR — Action part drawing shotshell
from chamber

PRIMER STRIKER — The part of ACTION which strikes
the primer of the shotshell

SHOT PATTERN — Distribution of shot measured
at 40 yards within a circle
measured 30 inches around





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TRAP

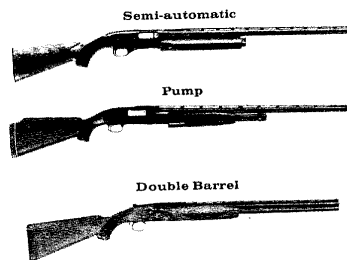
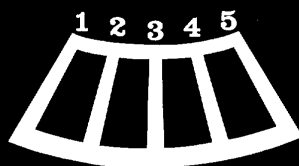
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TRAP — THE OLDEST OF CLAY TARGET GAMES

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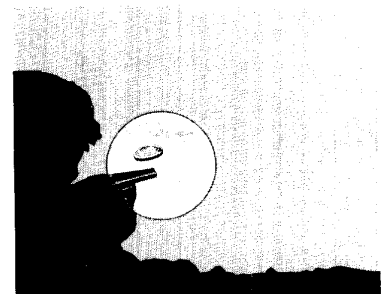
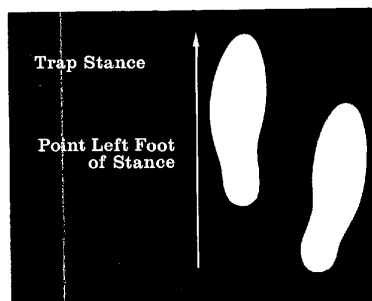
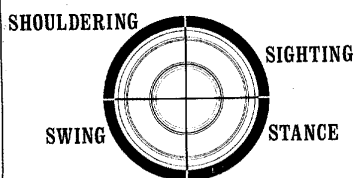
The TRAP FIELD is crescent shaped with five stations. Each shooter fires five times from each station, one shot at a time, in turn. Twenty-five shells is a complete game.

25 Shots



TRAP SHOOTING is done with a twelve gauge gun. It has a long barrel, usually thirty inches and a full choke, for distance shooting.

TO SHOOT TRAP USE THE TRAP HOUSE AS A GUIDE



Remembering your 4 S's, note the following:

- (a) STATION 1: Point the gun and the left foot one foot to the left of the trap house.
- (b) STATION 2: Point the gun and the left foot to the left corner of the trap house.
- (c) STATION 3: Point the gun and the left foot directly to the center of the trap house.
- (d) STATION 4: Point the gun and the left foot exactly at the right corner of the trap house.
- (e) STATION 5: Point the gun and the left foot one foot to the right of the trap house.

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Call "PULL" for the target, and swing your gun past the target, see a little light, pull the trigger and follow through. REMEMBER TO KEEP YOUR CHEEK ON THE STOCK, AND TO FOLLOW THROUGH . . . POWDER YOUR TARGETS.

PRACTICE WHAT YOU HAVE LEARNED AT HOME AND ON THE FIELDS BEFORE THE NEXT LESSON

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OBSERVE SHOOTING RULES OF ETIQUETTE

The shooting rules of etiquette are designed to speed up the game, and make it safe fun!

1. TREAT EVERY GUN AS IF LOADED
2. KEEP MUZZLE POINTING SAFELY AT ALL TIMES
3. DO NOT LOAD GUN UNTIL READY TO SHOOT
4. MAKE SURE AMMO IS SAME GAUGE AS GUN
5. KEEP ACTION OF GUN OPEN WHEN NOT SHOOTING

